ABSTRACT OF THE DISCLOSURE

A step of producing a model of three-dimensionally curved shape of a transparent body, a step of determining an eye point and a virtual evaluation pattern, a step of

5 observing the virtual evaluation pattern through the transparent body and obtaining distance values of adjacent perspective evaluation points, a step of determining an optional value to be a reference value, among these distance values, and a step of evaluating the

10 dynamic perspective distortion of the transparent body by obtaining ratios of the distance values to the reference value, are presented.